YOUTH BASKETBALL LEAGUE RULES





SUPERVISION AND ADMINISTRATION

- 1. The head of the league shall be the Parks and Recreation Department (PARD) representative.
- 2. In all matters not covered by the National Federation of High School (NFHS) Rules or City Youth League Rules, the league coordinator shall have jurisdiction.
- 3. All youth coaches are considered volunteers and are selected by the Parks and Recreation Department. All interested volunteer coaches must properly complete the Coaches' Information Packet and Criminal Background Check Form at the time of registration to be eligible.

DIVISONS AND ELIGIBILITY

- 1. The Parks and Recreation Department offers girls and boys leagues in the Youth Basketball Program.
- 2. There will be five (5) age divisions in the Youth Basketball Program.

Age Division	Age as of September 1, 2012	
6 & Under	Girls & Boys 5& 6 years old	
8 & Under	Girls & Boys 7 & 8 years old	
10 & Under	Girls & Boys 9 & 10 years old	
12 & Under	Girls & Boys 11 & 12 years old	

- 3. All participants must be registered with the Parks and Recreation Department (PARD) to be eligible to participate.
- 4. Teams are gender specific. Boys and girls play in separate leagues.
- 5. Players may only play on one team/one league per season.
- 6. Once teams are formed, participants may not withdraw from one division of play and register for another division of play.
- 7. Playing in an older division.

Participants who request to play in an older division must do the following:

- Must declare intent on the registration form.
- Must be of the following age as of 09-01 of current school year: 6 wanting to play in 8 & Under, 8 wanting to play in 10 & Under, or 10 wanting to play in 12 & Under Division

SCHEDULES AND EQUIPMENT

- 1. This program will consist of a minimum of seven (7) league games.
- 2. Practices and game schedules are determined base on gym availability at the Hutto, Taylor and Round Rock ISD gyms and these facilities are secured prior to the league beginning. Although, gym cancellations may occur. HISD, TISD, and RRISD have the discretion to cancel gym usage at any time. We will notify all teams (coaches) involved as soon as a gym cancellation occurs.
- 3. The schedules for practices and games are determined by the Parks and Recreation Department.

 Game schedules will be posted online and practice schedules will be sent to coaches at the beginning of the season.
- 4. Each team may be responsible for providing a volunteer timekeeper/scorekeeper at each game. These positions must NOT be a coach and must be over 18 years of age. Personal electronic devices are not allowed to be used by the volunteer while in these positions.
- 5. Coaches are responsible for issued equipment.

GAME RULES

All League play will be governed by the National Federation of State High School Basketball Rules and the local Parks and Recreation Basketball League Rules. During Regional and State play the Texas Amateur Athletic Federation (TAAF) rules will apply.

Goal Height	Free Throw Length	Basketball Size	Age Group	Game Length
8'6"	N/A	Junior	6U Girls & Boys	4, 6 min quarters
8'6"	13'6"	Intermediate 28.5	8U Girls & Boys	4, 7 min quarters
10'	13'6	Intermediate 28.5	10U Girls & Boys	4, 8 min quarters
10'	15′	Intermediate 28.5	12U Girls	4, 8 min quarters
10'	15′	Official Size	12U Boys	4, 8 min quarters

GAME PLAY and GAME TIME

- a. **GAME LENGTH**: All regulation game play shall be four (4) quarters. The game shall have a running clock except for the final two (2) minutes of each half and;
 - a. Free Throws
 - b. Team Time Outs
 - c. Official Time Outs
 - **d. POINT SPREAD RULE:** If one team is ahead by fifteen or more points during the last two (2) minutes of either half, the clock will remain running except for time-outs and free throws.
- b. **TIMEOUTS**: Each team is entitled to four (4) one minute timeouts per game. In case of overtime, each team is entitled to one (1) additional one-minute timeout, as well as any remaining timeouts from regulation.

c. OVERTIME:

Age Division	Overtime Length	
6 & Under	No Overtime	
8 & Under and 10 & Under	2 Minutes	
All other divisions	3 Minutes	

The clock will stop for every whistle during an overtime period.

FULL COURT DEFENSE (PRESS)

- a. 6 & Under: no full court defense will be allowed
- b. 8 & Under: no full court defense will be allowed
- c. **10 & Under:** may play full court defense during the last two minutes of each half and any overtime period(s).
- d. 12 & Under: may play full court defense at any time.
- e. If any team is 15 or more points ahead, no full court defense (press) will be allowed.
- f. VIOLATION: Each team shall be issued one warning per half, in which the whistle is blown and the offended team brings the ball in play on their offensive front court at the mid-court opposite the scorers table and team benchers. Additional violations shall result in a technical foul.

INDIVIDUAL PLAYING TIME

To insure that all team members play equal time, the following methods will be used.

6, 8, and 10 & Under Age Divisions:

- a. Half way through and the end of each quarter, a horn will sound and all players on the bench must enter the game.
- b. No substitutions will be allowed at any other time of the game.

EXCEPTIONS:

- If a child becomes ill or injured, a substitution will be granted.
- If a player is missing practices consecutively, the coach may contact the PARD office to ask for less play time for that individual player. If approved, the parent, gym supervisor, officials, and opposing coach will be notified prior to the game.

12 & Under

a. Coaches may free sub players throughout the game. All players MUST receive a minimum of 8 minutes during the game.

FOULS

- 1. There will be five (5) personal fouls per player for all divisions.
- 2. Personal and technical fouls count toward disqualification.
- 3. Bonus free throws (one-and-one) begin at seven (7) team fouls per half. Automatic two shots awarded after ten (10) team fouls per half.
- 4. There are no free throws taken for the 6 & under division

OTHER RULES

- 1. The 6 & Under division games will be played cross court.
- 2. Jump balls will be used at the beginning of the game and the extra period. The "alternating" out-of-bounds procedure will be used on all jump ball situations (excludes 6 & under divisions).
- 3. The ten (10) second rule is in effect for all divisions when bringing the ball across the center line.
- 4. Blood Rule: Any player who has a blood injury during the game must leave the game and may not return until the injury has been properly cleaned and bandaged.
- 5. Teams must have a minimum of 4 players to start a game (excludes 6 & under divisions)

- 9. No jewelry may be worn during games. Hard items, including, but not limited to, beads, barrettes, and bobby pins worn in the players hair are prohibited.
- 10. A cast may not be worn on any part of the body.
- 11. Players must be in current uniforms provided by PARD. Failure to have the proper uniform on will result in not being able to participate in games.

DETERMINING DIVISION WINNERS

- 1. League winners will be decided on their Win-Loss record.
- 2. If necessary, the following tie breaker will be used:
 - 1) Head to Head
 - 2) Points Allowed
 - 3) Points Scored

OFFICIALS/GYM SUPERVISORS

- 1. Game officials will be scheduled by the Parks and Recreation Department.
- 2. Officials will be certified by an accredited agency that could include (but not limited to) TAAF, UIL and/or TASO.
- 3. Officials will have total control of the court during all games
- 4. Officials are responsible for maintaining order on the court. An official has the authority to eject any person off the court and/or facility.
- 5. A Gym Supervisor will be located in each facility during all scheduled practices and games. He/she is responsible for the supervision of the gym facility and enforcement of all program rules.

COACHES, PARENTS, & PARTICIPANTS CODE OF CONDUCT:

- 1. Coaches are responsible for the conduct of their teams and spectators during practices and games
- 2. Coaches will remain at the facility until all players have been released to the parent care following practices and games.
- 3. Coaches will follow all guidelines as outlined by their Parks and Recreation Department
- 4. The conduct of the player is the responsibility of the player, parent, and coach. Poor behavior displayed by any player, coach or parent, will not be tolerated. This is at the discretion of the game official, gym supervisor and any PARD representative.
- 5. Parents are responsible for any children (ren) that are not participating in our program. Please remember that court time is set for participants and coaches. Please keep other child(ren) clear of the court area and quiet so that the coaches can instruct their teams during practices and games.
- 6. Any player, coach, parent, or spectator being ejected from a game will automatically be suspended from the following game. Any further discipline, if needed, will be at the discretion of the league administrator.